6-7 Player Descent Game – Master of Monsters

This game allows 6 or 7 people to play a two team **head-to-head** competitive game. If 7 people play, one person will act as the referee/store keeper.

The object of the game:

The first team to **kill 5 enemy heroes wins** regardless of the heroes point value.
Monster kills do not count towards winning.

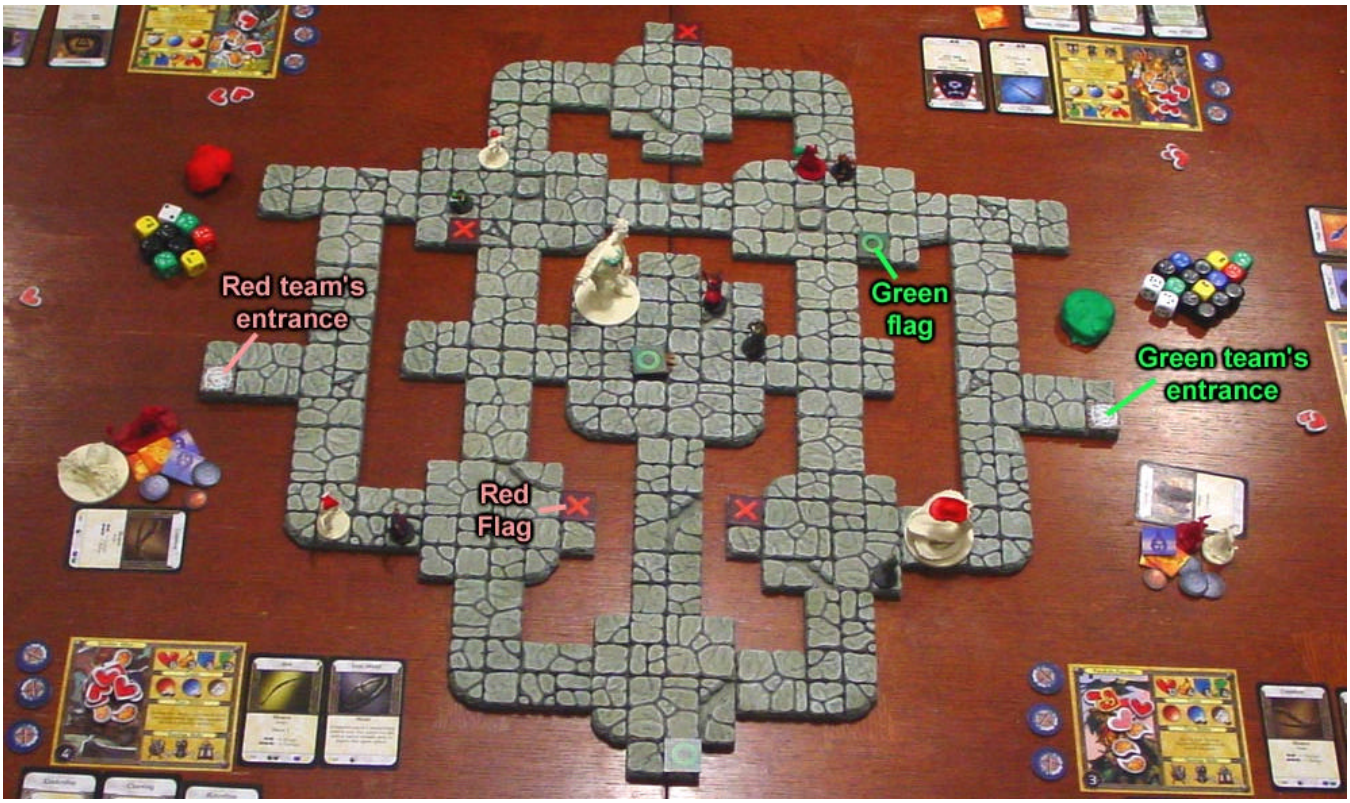
Each team is made of three heroes. Each hero can purchase and control one monster on the board with them. We use modeling clay (either red or green) placed on the monster models to mark which team they belong to.

Teams earn gold by claiming flags. Teams use this gold to buy weapons, armor and monsters. The more flags you claim, the more gold you get, the bigger and nastier the monsters you can buy to crush the other team with.

Items needed to play this game:

One package of cheap **red and green modeling clay**.
Several prints of the "Monster price sheet" shown at the bottom.

Setting up the game board:



The **glyph** on each end of the map represents a **team's spawning area**. Each hero and monster that is spawned will be placed on their team's glyph and then take their move. Any **large monsters spawned** will be placed on the glyph and overlap onto the surrounding squares. If any hero or monster is blocking the glyph or its surrounding squares, the incoming spawning figure will land on and kill the blocking hero or monster.

Place **7 question mark tokens** on the board (where the green O's and red X's are). All of these tokens represent flags. The question mark tokens will be **replaced by the "green circle" or "red X" tokens** once a hero claims

Fan Created Scenario.
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that flag. You will need 7 flags, so you may have to make extra circle/X tokens using a scrap of paper and colored markers. A precise map is shown at the bottom of this rules sheet.

Designate a place on the table for each team to **keep its hoard pile**. The hoard pile will contain any gold, items or monsters purchased by the team and may not be distributed or equipped until the beginning of their turn. **Any gold earned is shared** by the team.

Conquest tokens will be used to keep track of how many **heroes your team has killed**. Place these tokens in your team's hoard area to keep track of your hero kills.

There is no overlord, no overlord deck, no threat tokens and no town to travel to. There are also no treasure chest token or treasure cards used in this game. Chest items would make the heroes too powerful and result in one hit kills to other heroes (which would also kill the fun).

Choosing hero players:

Please remove the following hero player cards from the pile: Runewitch Astarra and Spiritspeaker Mok. The abilities that come with these heroes are useless for this game.

We want the heroes to be fairly evenly matched, so here are the steps I use to pick heroes.

1. Lay out all of the hero cards on a table in view of everyone.
2. Each team will roll a die. The highest roller gets to choose their hero first.
3. Teams will alternate choosing a hero until every player has one hero (6 heroes total).

Assigning skills to the heroes:

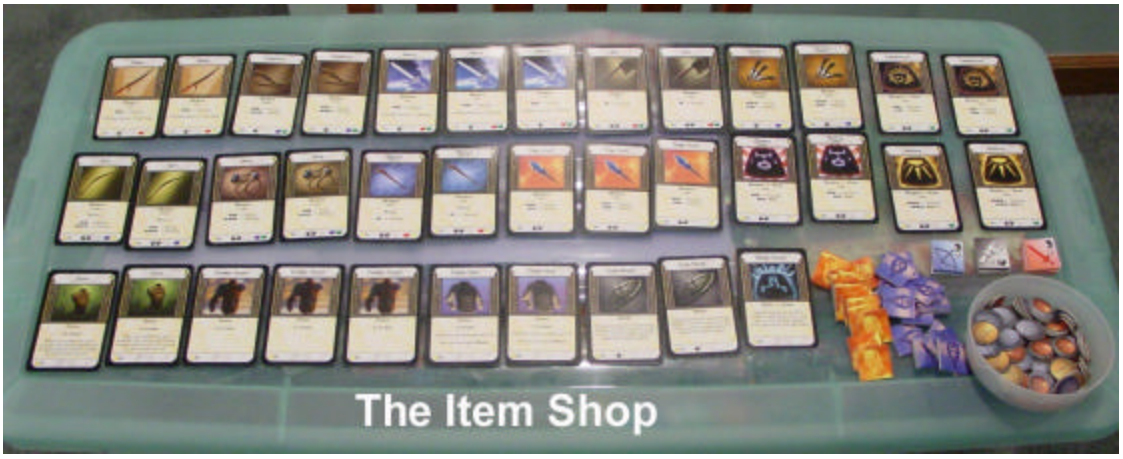
Please remove the following skill cards from the deck: Cautious, Burglar, Boggs the rat, Mata and Kata, Unmovable and Furr the spirit wolf.

Skills will be **randomly dealt** with one discard allowed, just as in the regular Descent rules. However, if your players complain about this and don't mind spending an additional 30 minutes choosing skills, let each team alternate picking a skill of their choice until each hero has the 3 they want.

Setting up the shops:

If your game table is crowded, try using **another small table** or counter top nearby for the store. Spread out the monsters and place a couple of "monster price sheets" next to them. I found it helpful to cut a few of these price sheets up into small cards and give a card to a player when he purchases that monster. The monsters stats were taken from the "5 player game" monster cards.

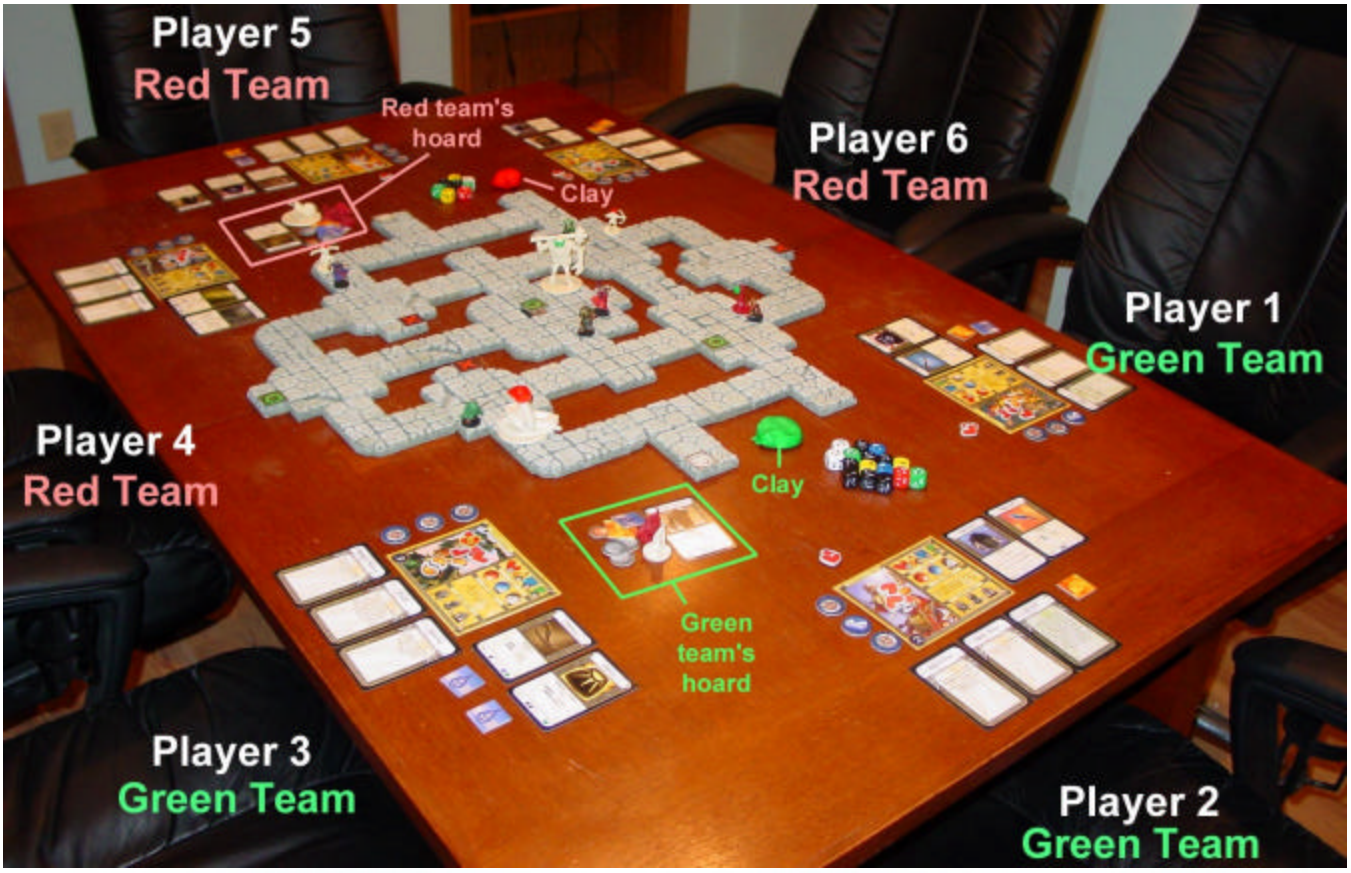
Also **spread out the store item cards** and place stacks of potions next to them. Store items can be sold back at half price but monsters cannot. If a player wants a different monster, he must discard his monster from the board, purchase a new one and bring it in using the spawn area. Discarded or killed monsters are placed back in the store.



Buying equipment and monsters:

1. Each team will start the game with 1000 gold.
2. The team who chose their hero second gets first choice from the store.
3. Teams will alternate buying one item each regardless of what type of item it is (including monsters). The 1000 gold can be spent any way the team chooses.
4. Once purchased, these items, potions and monsters are placed in the team's hoard.

Game play order:



1. Place the players around the table as shown on the diagram.
2. Have each team roll a die to see which team goes first. For this example I'll say the **green team is moving first**.
3. Each player on the green team **takes items from their hoard** and equips them on their heroes.
4. Each hero can **only control one monster** and bring it into the dungeon with them. Other monsters can be purchased and placed in the hoard but cannot be used until the hero's current monster is killed or discarded.
5. Player 1 (of the green team) places his hero onto the green team's glyph and then takes its move.
6. Player 1 places his monster onto the glyph (if he has one) and moves it. A player can **move either his hero or monster first** but must complete one figure's move before activating the other figure.
7. Player 2 moves his monster and hero.
8. Player 3 moves his monster and hero.
9. Play moves in a clockwise direction around the table. This saves a lot of time consuming bickering about who should go first. If you always want your well armored fighter to move first, let the player controlling him sit in the "player 1" seat.
10. **The green team has finished their turn.**
11. **The flags are counted and both teams get 50 gold for each flag on the board of their color**.

At this point the green team can use their money and purchase items from the store to place in their hoard. Heroes do not go to town to buy items (since there is no town). Players from the green team simply get up from the table, look through the items and monsters for sale, purchase them and place them in their hoard.

While the green team is buying items, the red team is moving their figures on the board, planning their strategy and making their attacks. In this way the green and red team can **both be doing something** at the same time without lots of waiting around. **Now the game play continues:**

12. Each player on the red **team takes items from its hoard** and equips them on their hero.
13. Player 4 (of the red team) places his hero on the red team's glyph and takes his turn.
14. Play continues until players 5 and 6 have finished their turn.
15. The **flags are once again counted** and both teams get 50 gold for each flag on the board of their color.
16. Now that the red teams turn is over, they will go shopping and place their purchased items in their hoard while the green team is moving their heroes and monsters.
17. Turns continue around the board until one team kills 5 heroes.

Hero Rules:

1. Heroes can **not use guard** orders. They may use dodge, aim and rest.
2. Only heroes can change flag colors. Monsters can not.
3. At the beginning of a team's turn (during their equipping phase), heroes can trade or give items to each other freely. However, once characters start to move, they will have to stand next to another hero and use 1 movement point to give or take an item from another hero on their team.

Monster rules:

1. Each hero is allowed to **have only one monster** as a pet.
2. Once you get your monster, use a small amount of modeling clay of your team's color to **mark him as yours**. You can place a small ball of clay on the monster's base, or you can sculpt clever things like a crown or cape for your monster to wear.
3. Heroes and monsters on the same team can move through each other. Heroes and monsters on opposing teams can not.
4. Any surges that a monster rolls during his attack are ignored (since we don't use threat tokens).

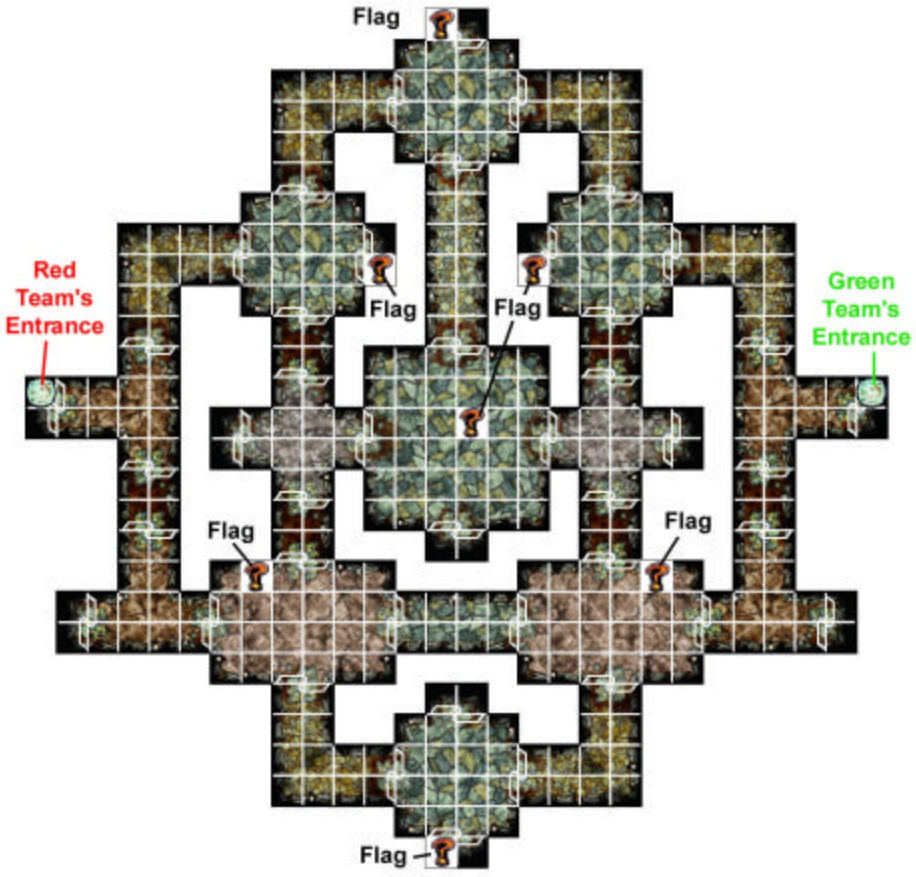
Changing a flag to your team's color:

In this game we will use the tokens with the "green circle and red X" as flags. You will need 7 flags, so you may have to make extra ones using a scrap of paper and colored markers.

1. **Only heroes** can change a flag's color. Monsters cannot.
2. To change a flag's color, a hero must stand adjacent to (or on top of) a flag and **spend 3 movement points**. The player then flips over the token to his team's color.
3. Flags do not block line of sight and can be stepped on but heroes or monsters cannot end their turn on top of a flag.

A few other rules:

1. The divine retribution skill only works against monsters on the opposing team (not heroes).
2. If there are no more models of a certain type of monster available, then that monster cannot be purchased.
3. If a hero is webbed and does not roll a surge to free himself, the player may immediately choose to remove the hero from the board, give the opposing team credit for the kill, place the hero on the team's spawn glyph and take his full turn.



Skeleton

100 G

150 G

5 4 0

Pierce 1, +1 Range

5 5 1

Pierce 2, +2 Range, Undying

Razorwing

150 G

300 G

6 5 3

Fly

8 6 4

Fly, Stun

Hell Hound

100 G

200 G

4 5 1

Breath, Pierce 3

4 6 2

Breath, Pierce 4, Aura

Bane Spider

100 G

250 G

5 4 1

Poison

5 5 2

Poison, Web

Beastman

150 G

250 G

4 4 2

+1 Damage

4 5 3

+2 Damage, Command

Sorcerer

200 G

300 G

4 5 2

Sorcery 3

4 6 3

Sorcery 4, Undying

Naga

250 G

350 G

3 7 3

Grapple, Sorcery 1

3 8 4

Grapple, Sorcery 2, Command

Ogre

250 G

350 G

3 7 4

Knockback

3 8 5

Knockback, Undying

Manticore

300 G

350 G

4 7 2

Quick Shot, Pierce 2

4 8 3

Quick Shot, Pierce 3, Poison

Giant

400 G

500 G

3 11 5

Reach, Stun

3 12 6

Reach, Stun, Sweep

Demon

650 G

750 G

3 11 4

Aura, Sorcery 2, Fear 1

3 12 5

Aura, Sorcery 3, Fear 2

Dragon

700 G

800 G

4 11 3

Burn, Breath, Pierce 5

4 12 4

Burn, Breath, Pierce 6, Fear 1